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| week 22: | it takes skill to be a spy! |
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Animated yarn: slot in activities and games as you see fit Joining sentences have been provided to assist with the continuation of the story but you are encouraged to do your own!

Games:

1. **Active game:** Secret Agents get together

Secret agents need to work together and have to hide from the enemy.

Cubs play 'hide and seek' in a designated area.

2. **Wide game:** Mom's Message

Before we can invade Mr Sofantini's castle, we need to let Mom know where we are – this is always important.

Have the following message on card and cut it up in 10 pieces so there is one word per card: **Mom, have gone on a special mission to the castle.** Scatter the pieces of card outside – one message per Six – the Cubs are to run outside and find all the pieces of card for their Six. Colour code or number the cards so each Six is clear as to which pieces they should find. Once they have found all 10 pieces, they need to come inside and decipher the message. The first Six to get the message right gets awarded bones.

3. **Revision Game:** Knotting

Knots are always useful so great that we learn them at Cubs!

Cubs are first taught how to tie the required knots: round turn and two half hitches and/or fisherman's knot. Once they have learnt either knot, play a game to see who can tie the knot in the least amount of time.

4. **Relay game:** Join the ropes

Maybe we should put our knotting skills to the test.

Cubs go up in relay formation and have to tie either the fisherman's knot or round turn and two half hitches and run back to their Six. The next Cub runs up and does the same according to their knowledge of knots. An alternative for this game is to have colour coded cards at the spot where they need to tie the knot. For the Gold Wolf requirements one colour and the Silver Wolf requirements another colour. Cubs pick up the relevant coloured card – on each card is an instruction relating to the knot they should tie relevant to the trail they are working on – e.g. when you tied Bozo to the fence outside, which knot did you use? (Round turn and two half hitches) Your Mom needs to join two pieces of wool together so she can finish her knitting, which knot would you use? (Fisherman's knot) Ensure the Cubs know how to tie the different knots before playing the game. Once the game is complete, show the Cubs how to hank the ropes – either long or short.

5. **Quiet Game:** Who's moved?

Spies need to be observant ...

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6. **Circle game:** Catch the balloon

Watching the children inside the castle playing a balloon game ...

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Sense Training:

1. **Hearing:** Can you hear that?

Castles are old and full of different noises ...

Record different sounds from the castle and play back to the Cubs. Some ideas:

- Creaking door
- Armour clanking
- Old clock chiming midnight
- Plates breaking in the kitchen
- Children laughing
- Mr Sofantini talking to his son
- Garden being mowed
- Door bell ringing
- Footsteps on a wooden floor
- Wind blowing

2. **Sight:** Light – no light

When creeping up to the castle, be careful no one sees you and puts on the spotlight ...

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Yarn – It takes skills to be a spy!

Animated Yarn – Use the games and activities supplied to make your animated yarn fun and exciting ... use this as a guideline – adapt to suit your Pack ...

My dog Bozo is the best hound dog ever. But he is always getting me mixed up in mysteries..... Take last Sunday when we were walking past the scary castle at the bottom of the road! Now I know something funny is going on there as I have seen cars coming and going every Friday! And there are lots of them! I just don't understand why an old man like Mr Sofantini – who likes to be by himself – would have all these visitors on a Friday! Well, I was about to find out!

Game/activity 1

Bozo dragged me through the bushes and the newly planted daffodils and I just knew we were heading for trouble. As the best spy in the neighbourhood, I was about to find out what was going on! I had my evidence, I had seen all the cars and I had heard children making a noise and they all sounded happy – were they having a party?

Game/activity 2

I knew that the only way in to the castle was through the window on the top floor. A tree nearby was how I was going to gain access.... But poor old Bozo could not climb trees and he had to stay behind. Luckily Dad had showed me how to tie some knots and I could tie Bozo to the fence to wait for my return.

Game/activity 3

Up I went and peered into the window. I couldn't see anyone at this stage but I could hear the children having fun! I climbed through the window. My heart was pounding and my hands were sweaty. Mr Sofantini was a horrible old man who hated children and everyone was petrified of him. So I thought...

But I had a mission to complete so I crept out of the room. The silver armour came alive "what would happen if I was caught?" I could hear children laughing. What was going on?

As I came around the corner and peeped into the next room, I couldn't believe my eyes! There in front of me must have been about 20 children all dressed in funny looking outfits and they were playing a balloon game! They were all so happy and I wanted to join them right there and then!

Game/activity 4

Oh how lucky these children were! and with that, I fell over my own feet and went head first into the room making a loud BANG! Everyone turned around and saw me there!

They were very kind and explained to me what was happening.

Mr Sofantini had a son who was crippled and could not go far, so every Friday Akela and the Cub Pack came to the castle to hold their Pack meeting there – now isn't that awesome! They asked me to join and I am so excited!

Game/activity 5

They were also learning some interesting knot work and today they learnt the fisherman's knot and how to hank a rope. I was so keen to join in and learn and have fun!

Game/activity 6

I am so proud of myself. I knew that my spy skills would come in good use one day! I have now joined the Cub Pack and each Friday I meet up with the rest of my friends.

Game/activity 7

Craft/Activity:

1. Activity: Secret Identity Card

Each Cub makes their own identity card and some sort of disguise.

Example:



2. Handcraft: Periscope

Look at these sites for ideas:

<http://pbskids.org/zoom/activities/sci/periscope.html>
<http://www.planet-science.com/categories/under-11s/our-world/2012/06/make-a-periscope.aspx>

Singing/Play Acting:

1. **Singing:** If you're happy and you know it

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2. **Playacting:** Secret messages

A spy has to be able to get a message to their friends and tell them all about what is going on.

Cubs in their Sixes get a message to act out:

- There are 20 people playing games
- It looks like fun, come and join us
- We need you to bring us 6 balls
- No need to be scared just bring cake to eat
- Please come and fetch Bozo who is tied to a fence
- Etc...

Advancement covered:

Silver Wolf:

Knotting: Round turn and two half hitches and hank a short rope. **(Revision & relay game)**

Gold Wolf:

Knotting: Fisherman's Knot and hank a long rope. **(Revision and relay game)**